

GAMERVERSE

MARVEL

#2

SPIDER-MAN

CITY AT WAR



HOPELESS  BANDINI  CUIEL

Can

PETER PARKER WAS BITTEN BY A RADIOACTIVE SPIDER AND GAINED THE PROPORTIONAL SPEED, STRENGTH, AND AGILITY OF AN ARACHNID, ADHESIVE FINGERTIPS AND TOES, AND THE UNIQUE PRECOGNITIVE AWARENESS OF DANGER CALLED "SPIDER-SENSE"! AFTER THE TRAGIC DEATH OF HIS UNCLE BEN, PETER UNDERSTOOD THAT WITH GREAT POWER THERE MUST ALSO COME GREAT RESPONSIBILITY, AND BECAME THE WALL-CRAWLING, WISECRACKING SUPER HERO CALLED...SPIDER-MAN!

MARVEL

SPIDER-MAN

CITY AT WAR

Based on a story by Jon Paquette, Bryan Intihar, and the Insomniac Games Writing Team,
co-written by Christos Gage with additional story contributions by Dan Slott.

EIGHT YEARS HAVE PASSED SINCE PETER FIRST DONNED THE WEBS, AND WHILE HE HAS GROWN INTO HIS OWN AS A CRIMEFIGHTER, IT DOESN'T MEAN LIFE HAS GOTTEN ANY EASIER. DESPITE FINALLY PUTTING CRIME BOSS WILSON FISK BEHIND BARS, PETER FINDS HIMSELF OVERWHELMED TRYING TO BALANCE HIS DUTIES AS SPIDER-MAN AND HIS LIFE AS PETER PARKER, INCLUDING HIS SCIENTIFIC RESEARCH WITH MENTOR OTTO OCTAVIUS.

WHEN MARY JANE WATSON, RISING REPORTER AND PETER'S EX, UNCOVERS EVIDENCE OF MAYOR OSBORN'S INVOLVEMENT WITH SOMETHING CALLED DEVIL'S BREATH, SHE'S AMBUSHED BY A GROUP OF INNER DEMONS, ENFORCERS WHO WORK FOR THE MYSTERIOUS NEW CRIMINAL MISTER NEGATIVE. SPIDER-MAN HELPS HER FEND OFF THE ATTACKERS, THOUGH THEY END UP ESCAPING AND RETURNING THE FILES ON THE DEVIL'S BREATH TO THEIR BOSS. UNBEKNOWNST TO PETER OR MJ, MISTER NEGATIVE IS THE ALTER EGO OF MARTIN LI, A FRIEND TO BOTH PETER AND HIS AUNT MAY!

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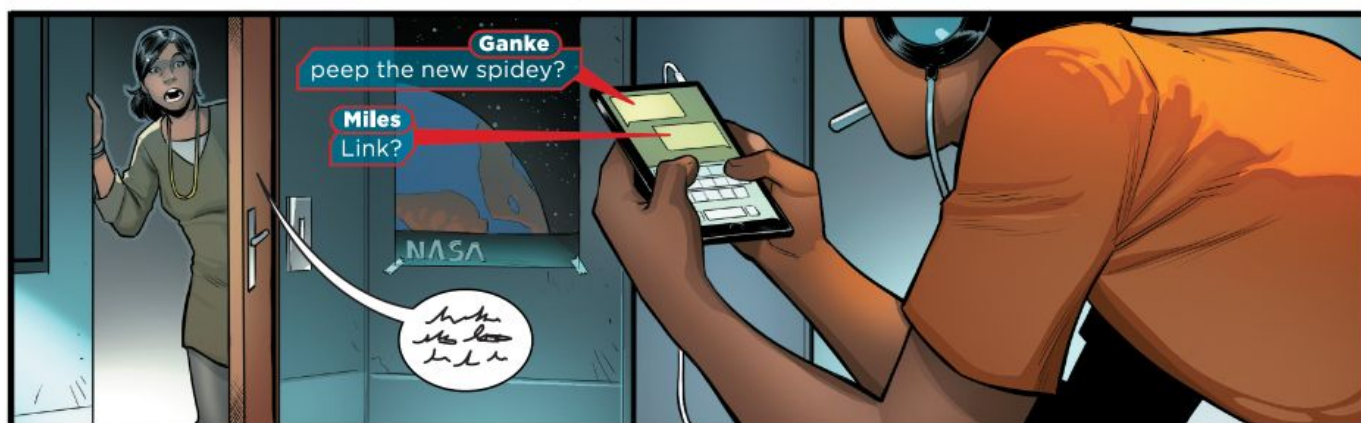
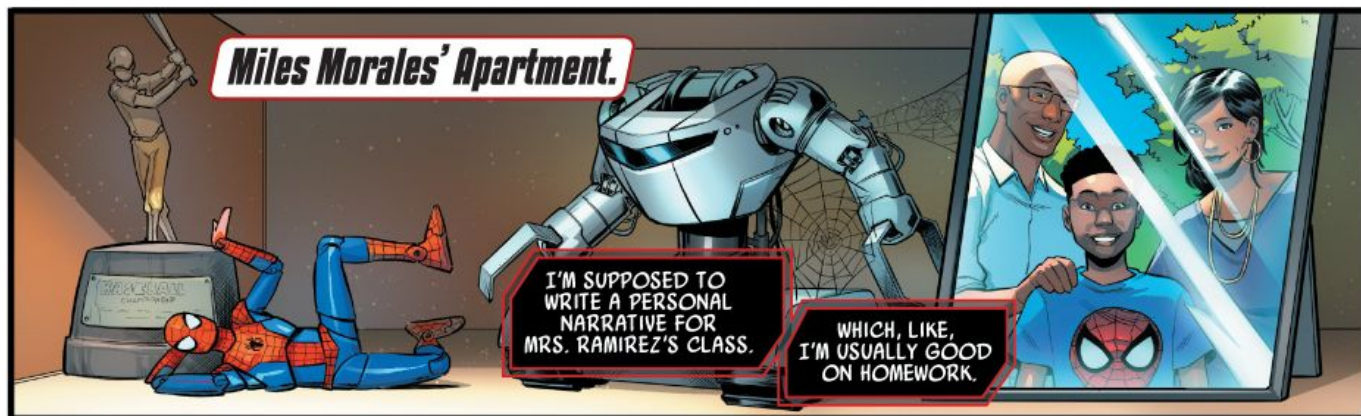
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BILL ROSEMANN

SPIDER-MAN
CREATED BY
STAN LEE &
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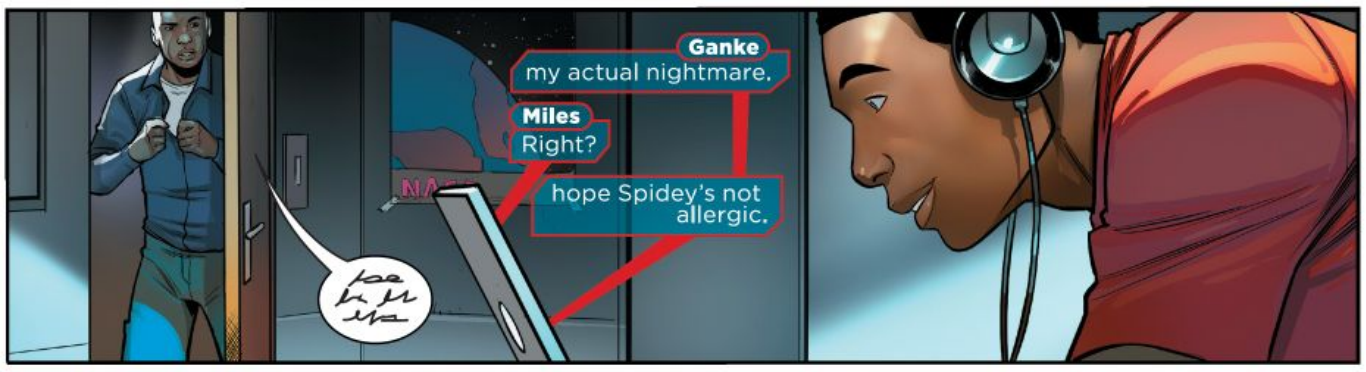
Ganke
fights a bunch
of bees.

Miles
Yeah yeah.



Miles
They call that
thing **Swarm**.

Sentient hive
mind bee person.



Ganke
my actual nightmare.

Miles
Right?
hope Spidey's not
allergic.

Look
in the
mirror



Miles
Ooooo snap.

Ganke
New suit's got
electricity blasts!

Hell yeah.

Not sure about the
white spider tho.

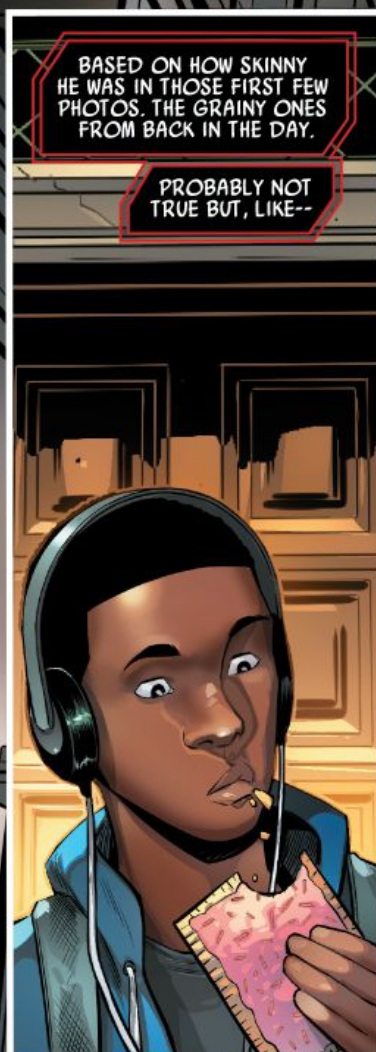


Miles
Looks dope
to m--

MILES,
YOU'RE
GONNA BE
LATE FOR
SCHOOL!

S-SORRY,
DAD.

PULL YOUR HEAD
OUT OF YOUR INTERNET
AND GET DRESSED.





Midtown.

FIRST SHOCKER, NOW SWARM...AND WHATEVER THOSE MASKED GUYS ARE GETTING UP TO.

I'M BEGINNING TO THINK FISK'S PARTING THREAT MIGHT'VE HAD TEETH.

BOOP DEEP BOOP BOOP

DON'T LET HIM GET IN YOUR HEAD, YURI. IT'S BEEN A BUSY WEEK FOR SURE--

BOOP DEEP BOOP BOOP

BUT THERE WERE PLENTY OF YAHOO'S TO PUNCH BACK BEFORE WE DETHRONED THE KINGPIN.

BOOP DEEP BOOP BOOP

Dr. Octavius. Calling.

BOOP DEEP BOOP BOOP

DO YOU REALLY NOT HEAR IT WHEN THAT THING RINGS?

NO, I HEAR IT. I DO.

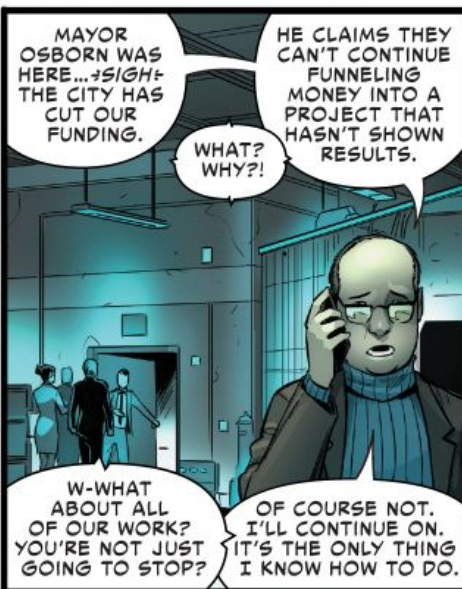
BOOP DEEP BOOP BOOP



HEY, DOC, SORRY I'M RUNNING LATE.

GOT HELD UP, BUT I'LL BE THERE--

DON'T BOTHER, PETER.



MAYOR OSBORN WAS HERE...SIGH-- THE CITY HAS CUT OUR FUNDING.

WHAT? WHY?!

HE CLAIMS THEY CAN'T CONTINUE FUNNELING MONEY INTO A PROJECT THAT HASN'T SHOWN RESULTS.

W-WHAT ABOUT ALL OF OUR WORK? YOU'RE NOT JUST GOING TO STOP?

OF COURSE NOT. I'LL CONTINUE ON. IT'S THE ONLY THING I KNOW HOW TO DO.



BUT I'LL HAVE TO DO IT ALONE.

THERE'S JUST NO WAY I CAN AFFORD TO CONTINUE PAYING YOU.

OTTO, NO...I DON'T CARE ABOUT THAT.

WE'LL MAKE IT WORK. I WON'T LEAVE YOU HIGH AND DRY.



EVERYTHING OKAY?

OH, YOU KNOW, JUST BIG FANCY SUPER HERO PROBLEMS. TALKING TO A CONTRACTOR ABOUT ADDING A HELICOPTER PAD TO MY SECRET UNDERGROUND SPIDER-LAIR.

REALLY?

NO.

That night.

PULLING
UP TO FISK'S
SHIPYARD
NOW.

LOOKS
PRETTY
QUIET FROM
OUT--

WAIT.

HATE TO SAY
IT, BUT WE CAN'T
HAVE VIGILANTES
TRESPASSING OR
DOING ILLEGAL
SEARCHES.

WORST PART
OF BEING
ME...ALWAYS
ACCIDENTALLY
BREAKING
THE LAW.

WELL, THAT AND THE
CHAFING. SUIT'S TIGHT.
SOMETIMES I GET
CHAFING.

THINK WE
CAN LET THE
TRESPASSING
SLIDE? JUST
THIS ONCE?

NO...BUT
THAT'S WHY I
BROUGHT THE
WARRANT.

OFFICER
DAVIS. AND
YOU ARE?

UHH...
I'M...SPIDER-
MAN.

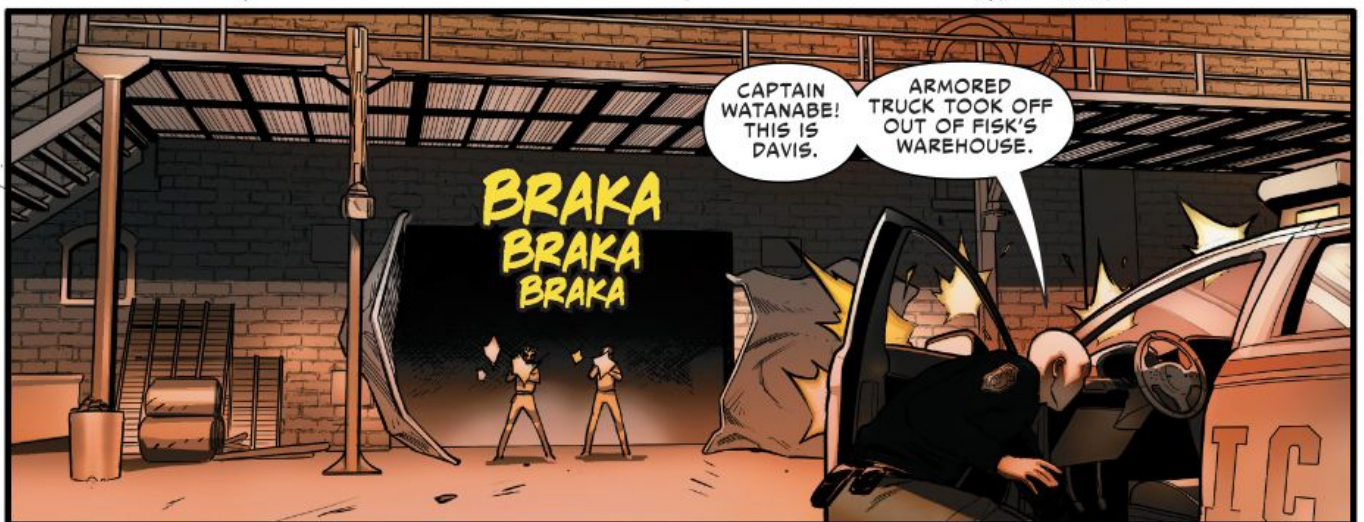
JUST MESSING
WITH YOU. MY SON'S
A BIG FAN. WATCHES VIDEOS
OF YOU IN ACTION. LOUDLY.
ALL HOURS OF THE NIGHT.

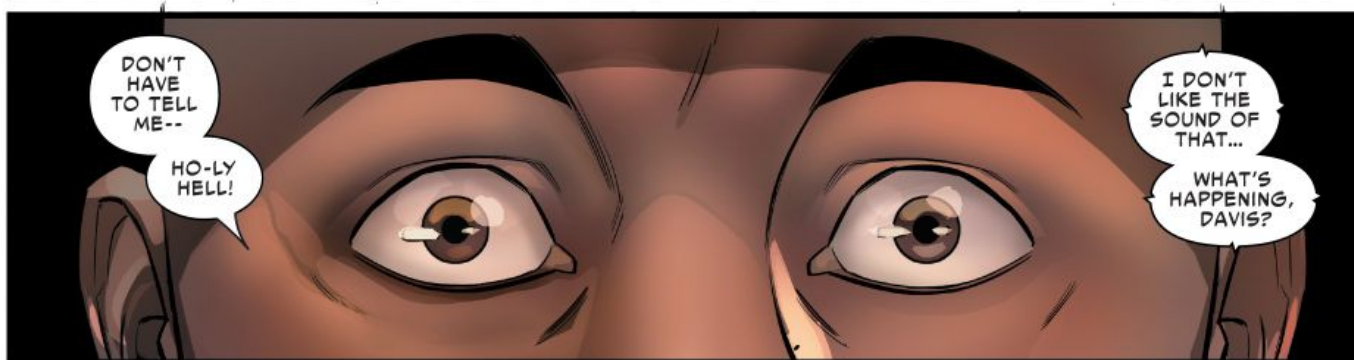
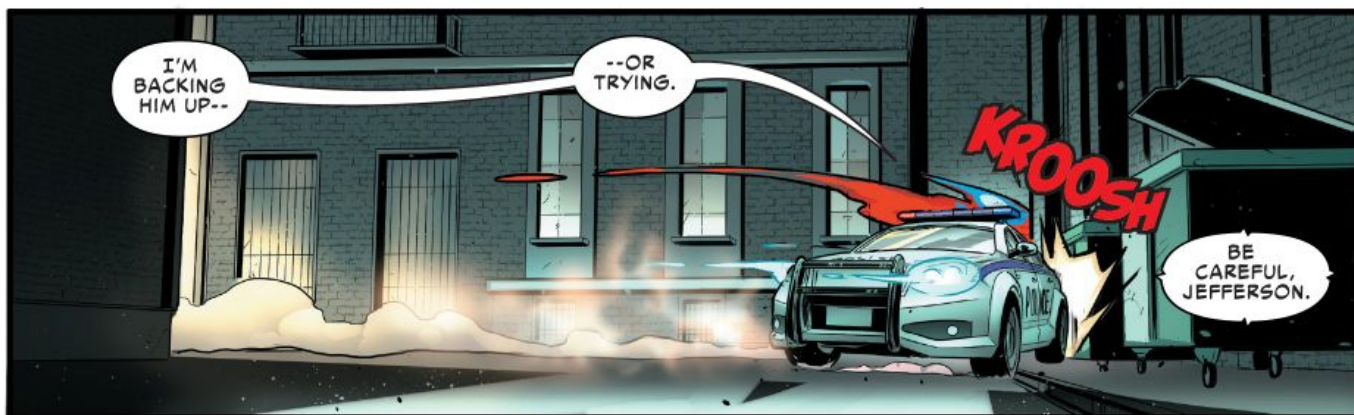
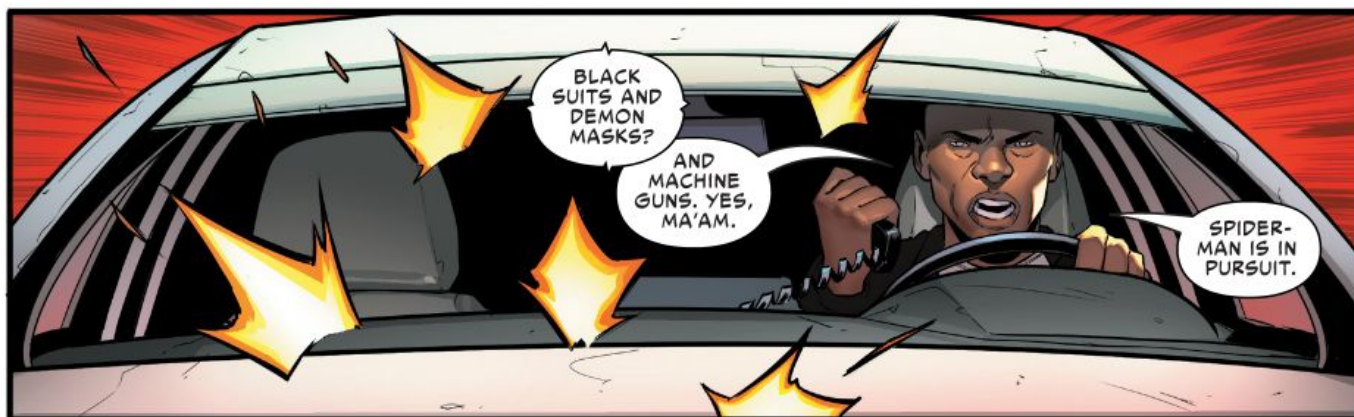
SORRY
ABOUT
THAT.

DON'T
BE.

DOES
THAT WARRANT
COVER BREAKING
DOWN GIANT METAL
DOORS?

NOT
WITHOUT
A LOT OF
EXTRA--







--BACK!

ALL UNITS.
ARMED ROBBERY
IN PROGRESS. HIGH-
SPEED CHASE.
OFFICER IN
PERIL.

KA-ROOOOSH



WHOA.



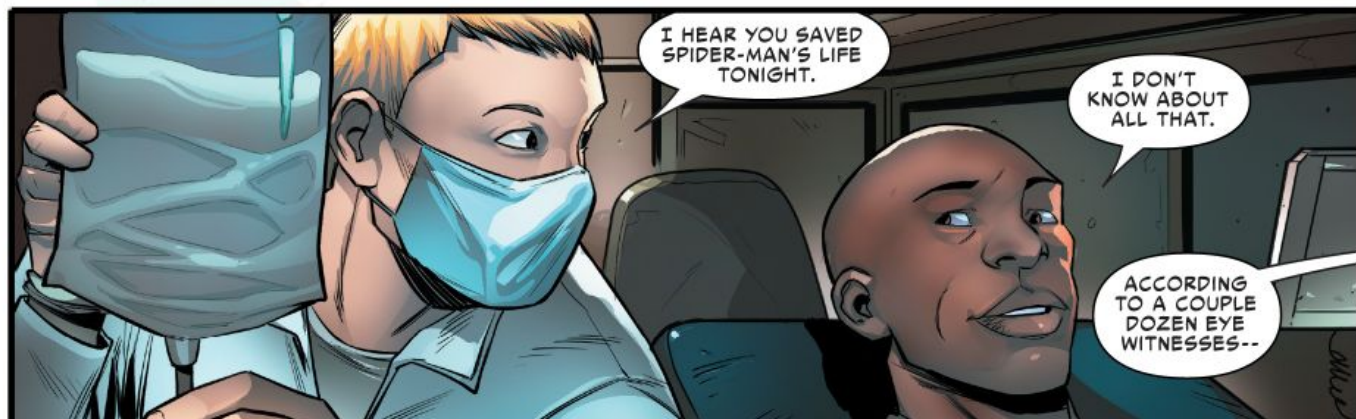
...ON THE SCENE WITH OFFICER DAVIS, WHO HAS SUSTAINED MINOR INJURIES BUT IS EXPECTED TO MAKE A FULL RECOVERY.

YOU KEEP TURNING UP IN INTERESTING PLACES, MISS WATSON.

DON'T I, THOUGH? SINCE THAT AUCTION HOUSE THING, THE BUGLE'S BEEN TAKING ME MORE SERIOUSLY.

HEY! THEY PUT YOU ON THE SPIDER-MAN BEAT?

UM... THAT'S NOT WHAT I SAID.



I HEAR YOU SAVED SPIDER-MAN'S LIFE TONIGHT.

I DON'T KNOW ABOUT ALL THAT.

ACCORDING TO A COUPLE DOZEN EYE WITNESSES--



--THAT'S EXACTLY WHAT HE DID.

OFFICER DAVIS, I'M MARY JANE WATSON. DAILY BUGLE.

AND I GOT NO COMMENT. I'M A POLICE OFFICER, NOT A HEADLINE.



THEY'RE GOING TO TELL SOME KIND OF STORY WHETHER YOU LIKE IT OR NOT.

WOULDN'T YOU RATHER WE MAKE SURE IT'S TRUE?



HEH. YOU ARGUE LIKE MY KID. WHAT'S YOUR ANGLE?

I DON'T HAVE ONE. I JUST LISTEN.

OKAY. HOP IN.



THE INTERVIEW
THING SAID DAD'S
OKAY BUT STILL...

...HOW'RE YOU GONNA
LET THE *INTERNET*
TELL ME YOU'RE IN
THE HOSPITAL?!

ALSO... MY
ACTUAL DAD HUNG
OUT WITH--

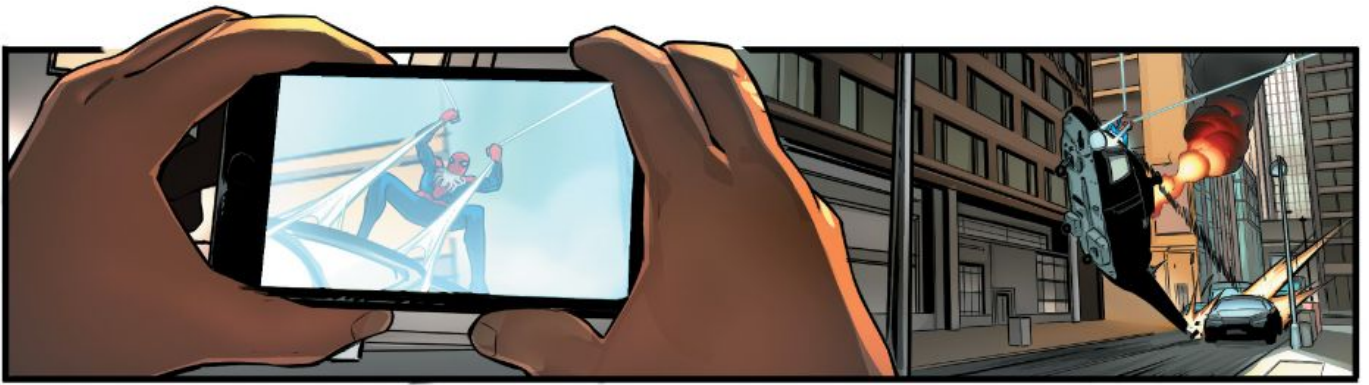
--SPIDER-MAN.

KAROOOSH

UHHH...



SICK.





FOR SOME REASON THAT PUN ALWAYS FALLS APART AT THE END.

THAT WAS...



AND HEY, IF YOU FRAMED THAT SHOT RIGHT, IT MIGHT JUST PUT YOU THROUGH COLLEGE.

WELL, A GREAT MEME IF NOTHING ELSE.

REALLY?

...AMAZING.



JUST MAKE SURE YOU TAG ME.

M-MY DAD SAVED YOUR LIFE LAST NIGHT!



SMALL WORLD. YOU'LL HAVE TO THANK HIM FOR ME.

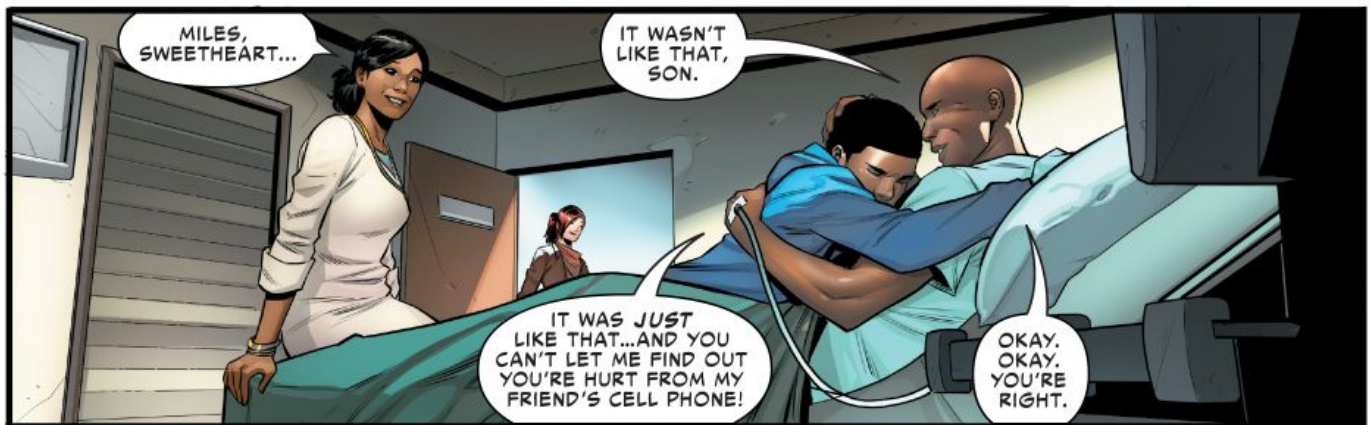
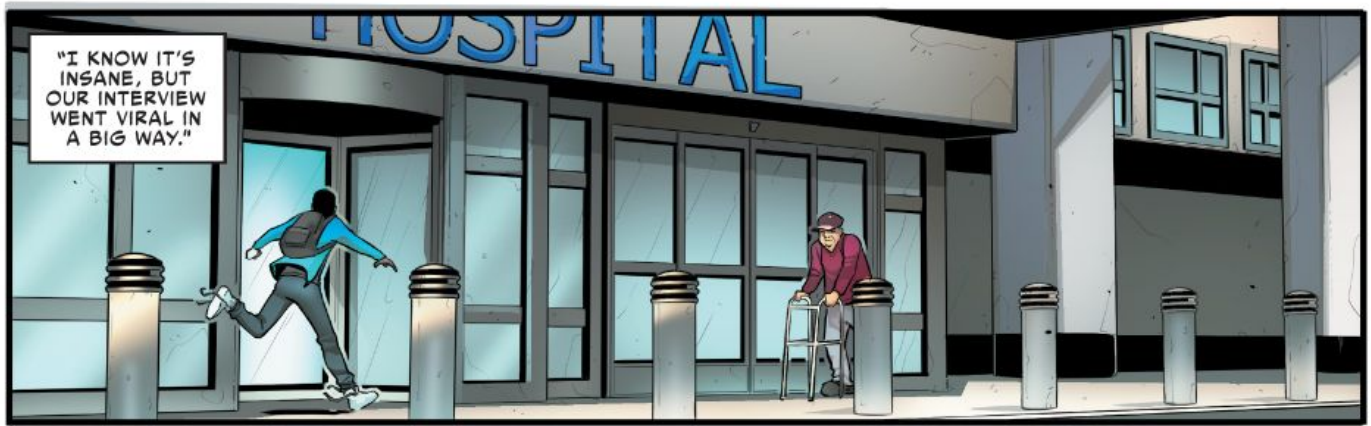
YEAH, YEAH. GOING THERE RIGHT NOW. I WILL. I TOTALLY WILL!

I KNOW. I'M A FANBOY. THAT WAS AWFUL.

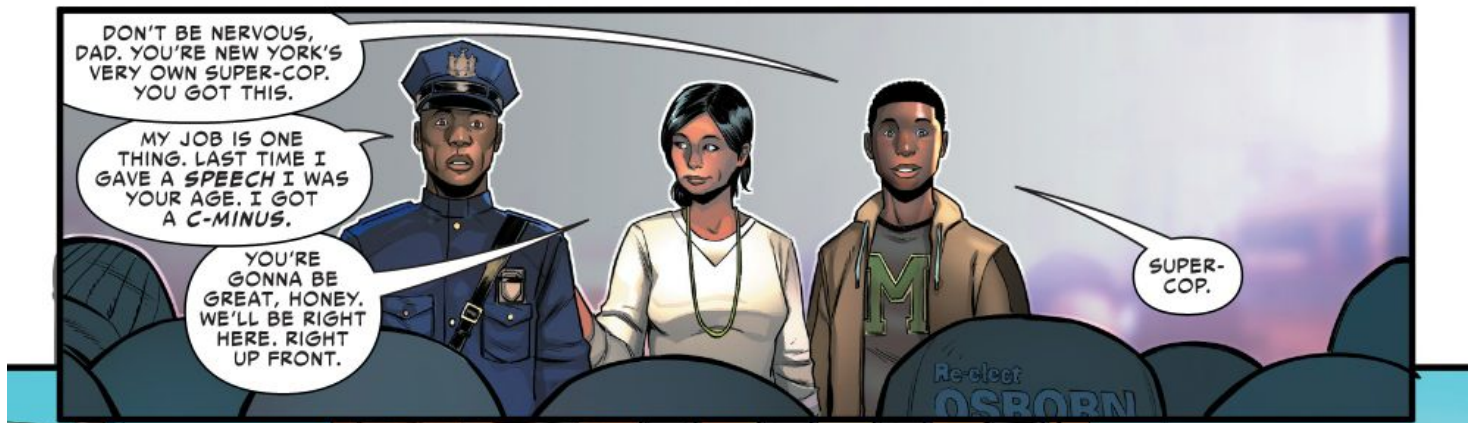
SILVER LINING THOUGH--

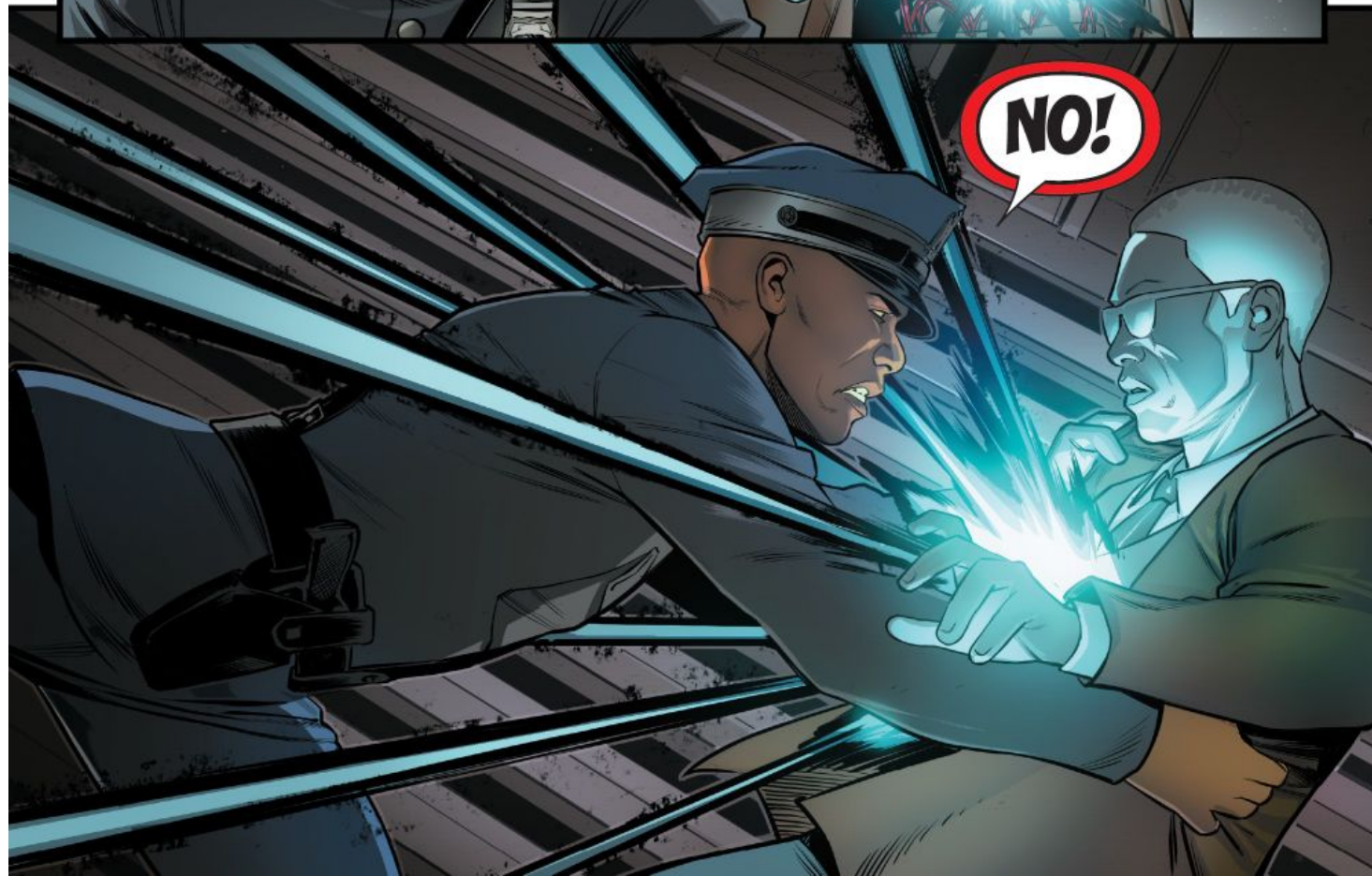
--I FINALLY GOT SOMETHING TO WRITE ABOUT--

--THAT'S GONNA HAVE MRS. RAMIREZ ON THE EDGE OF HER SEAT.











THE RINGING
GOES AWAY AFTER
A FEW DAYS.

I'M STILL
NOT HEARING
MUCH OF WHAT'S
BEING SAID.

BUT THAT'S
NOT ABOUT
MY EARS.



I'M
SORRY FOR
YOUR LOSS,
MILES.

NO, YOU
DON'T. I'M...
PETER
PARKER.

DO I
KNOW
YOU?

OH.

NOT THAT
THAT MATTERS.
I JUST WANTED
TO SAY--

"I KNOW WHAT
YOU'RE GOING
THROUGH."

THAT WAS
IT, RIGHT? OR...
"IT ALL GETS
EASIER WITH
TIME."

MAYBE
SOMETHING
ABOUT GOD'S
PLAN?

YEAH...
I'M...

I'M
SORRY.
I WAS
JUST--

"TRYING
TO HELP."

I
KNOW.



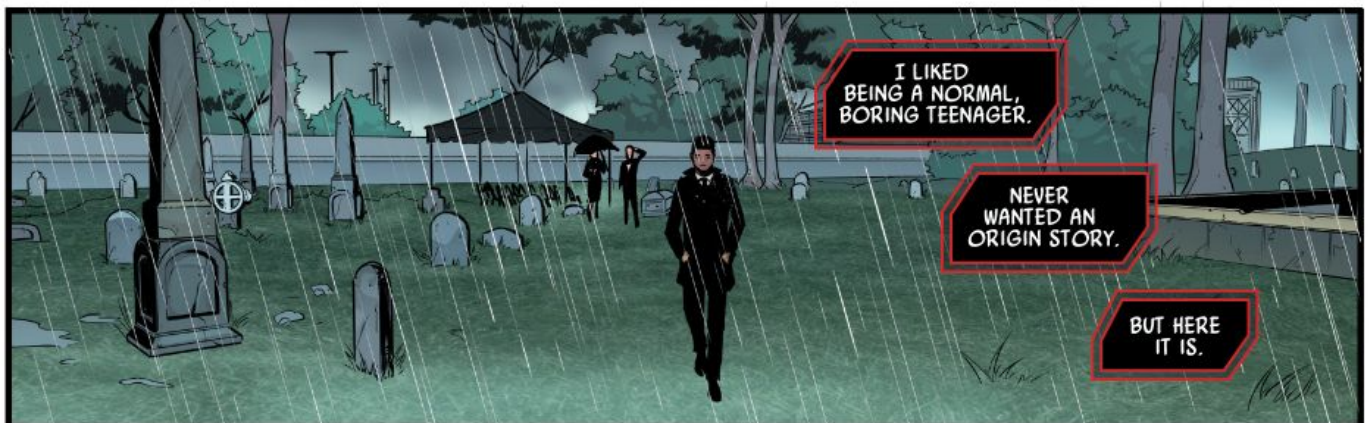
PROBLEM
IS THAT YOU
CAN'T.

RIGHT.
NO.



SOME KIDS WISH THEIR
BORING LIFE WAS MORE
LIKE A COMIC BOOK.

SOME KIDS
ARE KINDA
DUMB.



I LIKED
BEING A NORMAL,
BORING TEENAGER.

NEVER
WANTED AN
ORIGIN STORY.

BUT HERE
IT IS.



NOW THE ONLY
THING ROLLING
AROUND IN
MY HEAD--

--OTHER THAN
ALL THE NUMB
SADNESS--

--IS MY DAD'S
DUMB FATHERLY
ADVICE VOICE--



--SAYING
THERE'S NOTHING
SUPER ABOUT IT--

--YOU CAN'T ALWAYS
STOP BAD THINGS
FROM HAPPENING--

--BUT A
HERO NEVER
GIVES UP.

To be continued!

MARVEL

SPIDER-MAN

CITY AT WAR

Welcome back, gang. A heavy end to this issue, but it's the toughest challenges that forge the greatest heroes. And speaking of forging heroes, we wanted to take this opportunity to share another peek behind the scenes—and reveal the creation of a character!

When we started development of this series, we knew we wanted to be faithful to the storyline of the *Marvel's Spider-Man* game while also expanding on it in new and meaningful ways that you can only see in this comic. And what's more impactful than redesigning a classic Spider-Man villain for this universe? We put our heads together with the Marvel Games folks and...well, I just happen to have Marvel Games VP and Creative Director Bill Rosemann here to expound upon our undertaking! Take it away, Bill!

Hello, Web-Heads! If you haven't already guessed, everyone at Marvel Games and Insomniac Games are card-carrying, Underoos-wearing True Believers. How far back does our fandom go? Yours Truly just stumbled upon photos of the spectacular Spider-Man cake that my mom made for my 8th birthday. So it's been a special thrill and honor to be given the opportunity to collaborate on Marvel's Spider-Man and pour our love for decades of the wall-crawler's comic books into the game... and to now see everything come full circle as our game's story leaps to life in comic book form!

The issue you hold in your hands also presented an amazing opportunity to add to the game's mythology by adding a super villain not yet seen on the screen. Given the web-slinger's renowned rogues' gallery, we had many infamous faces to choose from, but as a tribute to game co-writer Christos Gage, there was only one choice. In the game's J. Jonah Jameson podcasts, Christos wrote a few hilarious mentions of "a Nazi made of bees," which, as all astute fans know, was a nod to the sinister Swarm! A former evil scientist whose body is comprised of sentient bees? How could we not try to create the game's never-before-seen version? And as with all the villains in the game, how could we tackle the challenge of reimagining him so that he felt authentic both to his original design and to our modern aesthetic?

That challenge went straight to series artist Michele Bandini! Michele immersed himself in the high-tech takes on Spider-Man's villains in the game, and immediately set to work on a souped-up, scientific-focused interpretation of Swarm to fit this world. Pairing the classic cape (and, well, bees) of the original look, Michele worked out a more mechanical version of our buzzing baddie, including some unique abilities as detailed in his design sheet below:



Hope you all dug the result! Let us know your thoughts on Swarm, and the SPIDER-MAN: CITY AT WAR comic by writing to us at GAMERVERSE@marvel.com and marking your message "OKAY TO PRINT." In the meantime, check out the next page for more on Miles Morales, and be sure to join us next month, as Mary Jane's investigation uncovers a startling discovery...

—Mark Basso

MARVEL GAMERVERSE



MILES MORALES

Miles Morales is a bright, tech-savvy teen—and major Spider-Man fanboy. After Miles suffers a devastating loss, Peter Parker recognizes key similarities between his own life and the teen's and steps up to mentor him—further empowering Miles to grow. With a little added “encouragement” from Spider-Man, Miles is poised to become a hero just like his idol.



▲ FINAL IN-GAME MILES MORALES LOOKS

“There was a careful balancing act between making Miles look properly nerd chic and streetwear-style teenager hip enough to be believable as a Spider-Man fanboy, technology expert, scientific savant, and legitimate Brooklyn High School student. He provides the player a relatable glimpse into the collision of the super hero and the modern human worlds.”

—Eric Monacelli
Director of Game Production, Marvel Games

▼ MILES MORALES ROUGHS



“In the Ultimate comics, Miles and Peter are normally around the same age, but I wanted to make sure we set their looks apart due to their age difference in our game. Miles can have more fun with his wardrobe and wears funny T-shirts and cool shoes. He doesn't have to worry about shedding his clothes all over New York City to fight crime.”

—Jacinda Chew
Studio Art Director,
Insomniac Games

NEXT:

MARVEL

SPIDER-MAN

CITY AT WAR #3



LET US KNOW WHAT YOU THINK OF THE **CITY AT WAR** COMIC SERIES BY WRITING TO US AT GAMERVERSE@MARVEL.COM! BE SURE TO MARK IT "OKAY TO PRINT"!



OROBOROS

DEADLIEST MAN ALIVE

Oroboros is the undefeated Supreme Grand Master of the Fighting Arts. Oroboros won the World Overall Fighting Arts Championship (Master & Expert Divisions) after defeating the world's top Masters of JUDO, BOXING, WRESTLING, KUNG-FU, KARATE, AIKIDO, etc. in Death Matches. On Aug. 1, 1967, the World Federation of Fighting Arts crowned Oroboros "THE WORLD'S DEADLIEST FIGHTING ARTS CHAMPION AND MASTER."

NOW...

The World's
DEADLIEST
FIGHTING
SECRETS
Can Be Yours
...

FREE



legion



the group

MAIL GUARANTEED NO-RISK COUPON NOW!

AN OROBOROS RIP

